

GAMING MACHINE HAVING MULTI-ENDED POINTER FOR QUASI-
DETERMINISTIC PLAY ("Pick-A-Prize")

ABSTRACT OF THE DISCLOSURE

5 When a special symbol appears during play of the gaming machine game, the secondary
game is initiated. At initiation, a bonus prize is determined by the secondary game
microcontroller by consulting a bonus game payable stored therein where each bonus prize
corresponds to a bonus spot on the secondary game. A multi-ended pointer of the secondary
game spins around the field of bonus spots and the player is prompted to select which end of the
10 pointer is active. Upon selection of the end – e.g. blue or green – a microcontroller operating the
spinner calculates the point at which the spinner will cease to spin so that the selected pointed
end is pointing toward the selected bonus prize. The player is given the illusion that he or she
controls which bonus prize is won since the green side of the pointer will point to a different
bonus prize than the blue side.

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